

Figure 1

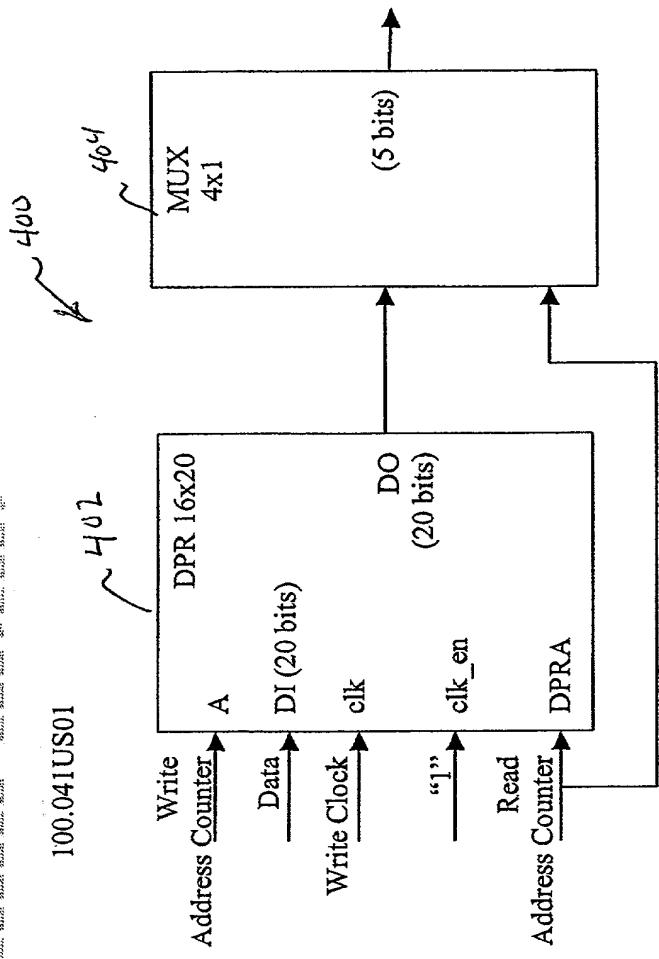


Figure 4

2 MHz PCM HW A	0	1	2	3	4	5	6	7
2 MHz PCM HW B	0	1	2	3	4	5	6	7
2 MHz PCM HW C	0	1	2	3	4	5	6	7
2 MHz PCM HW D	0	1	2	3	4	5	6	7
8 MHz PCM HW	0-7	0-7	0-7	0-7	0-7	0-7	0-7	0-7

Figure 2

MEMORY CIRCUIT

Address	Column																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
0																				
1																				
2																				
3																				
4																				
5																				
6																				
7																				
8																				
9																				
10																				
11																				
12																				
13																				
14																				
15																				

3d6

3d2

3d4

Figure 3

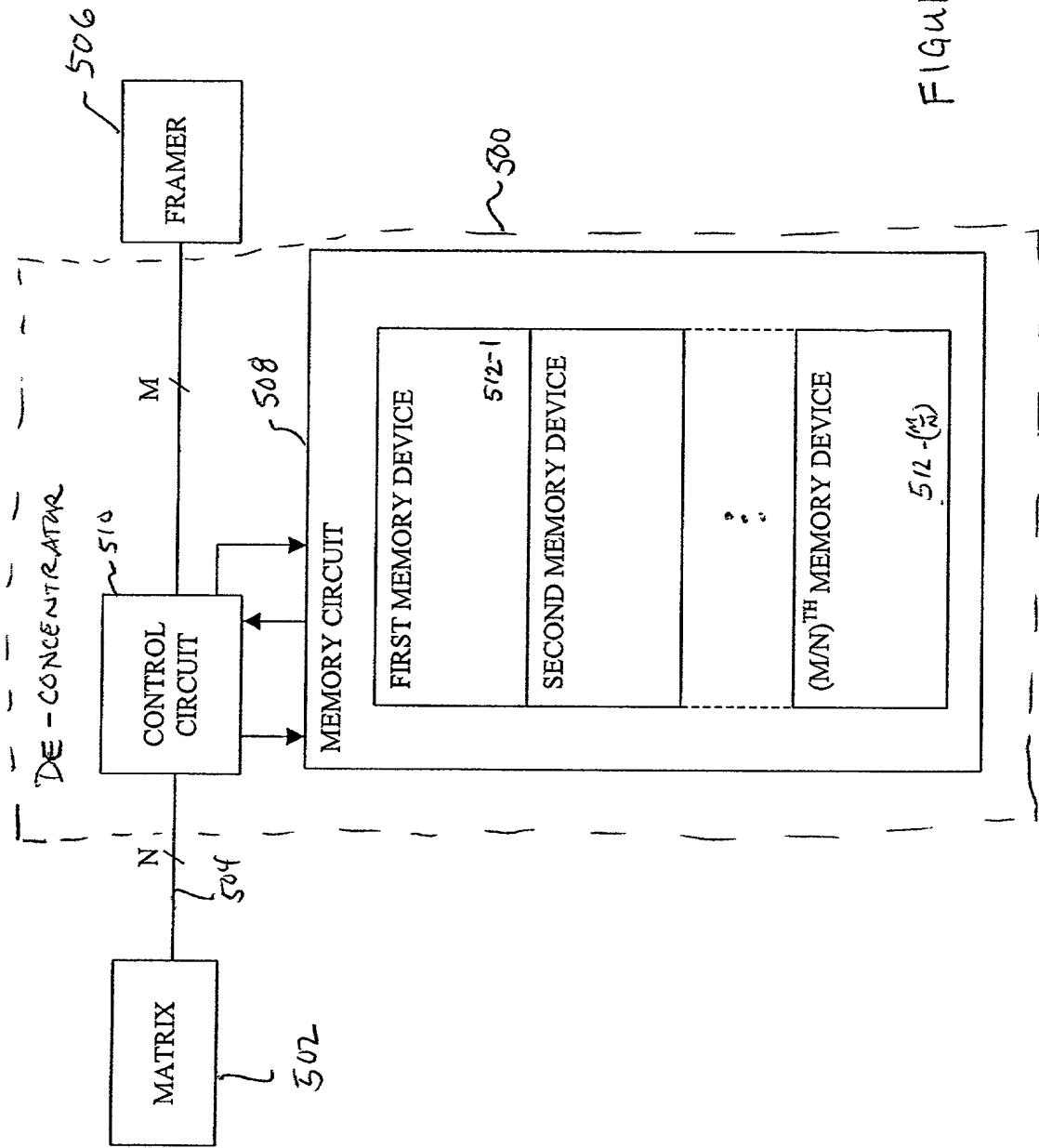


FIGURE 5

MEMORY CIRCUIT

Address	Column 0's					Column 1's					Column 2's					Column 3's				
	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
0																				
1																				
2																				
3																				
4	1A	2A	3A	4A	5A	1B	2B	3B	4B	5B	1C	2C	3C	4C	5C	1D	2D	3D	4D	5D
5																				
6																				
7																				
8																				
9																				
10																				
11																				
12	1A	2A	3A	4A	5A	1B	2B	3B	4B	5B	1C	2C	3C	4C	5C	1D	2D	3D	4D	5D
13																				
14																				
15																				

Even Time Slots Odd Time Slots
 Memory Portions for Memory Portions for
 Even Time Slots Odd Time Slots

{ 602-1 { 602-2 { 602-3 { 602-4

Figure 6

MEMORY CIRCUIT

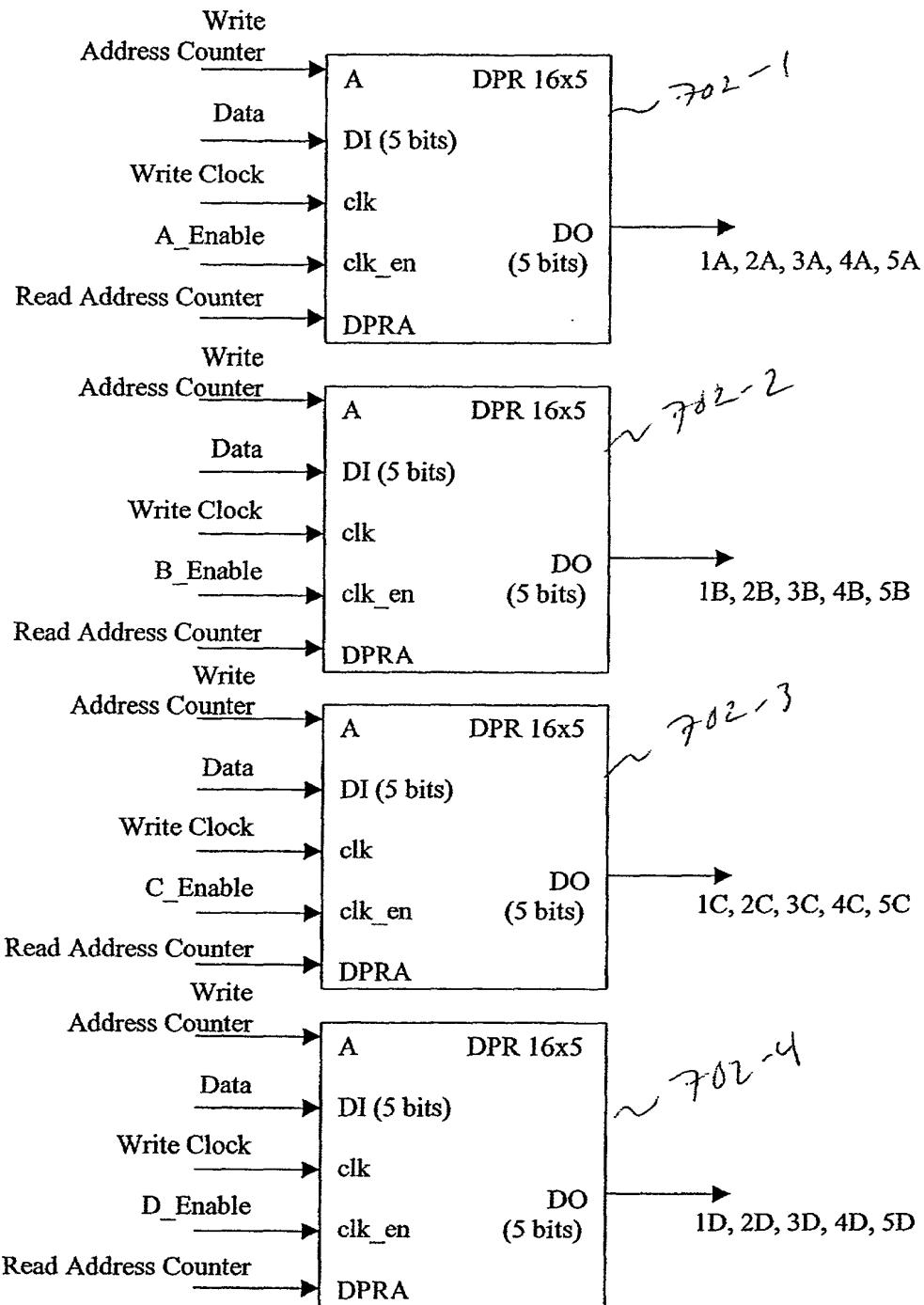


Figure 7